IP BEST PRACTICES

The Influence Game

A best practice shared by Peter Schlatt.

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The Influence Game

A group movement exercise that links individual actions to organizational life — how interdependence shapes outcomes and small adjustments influence the entire system.

Key steps

The game begins with all participants standing in a large circle. Silently, each person chooses two others from the group (without revealing their choices).

Once the game starts, everyone simultaneously tries to position themselves so that they form an isosceles triangle with their two chosen people, keeping equal distance to both. This triggers a dynamic and often chaotic group movement, which slows down or appears to stabilize — that's the moment to stop.

Afterwards the group reflects on what they experienced, noticing patterns, moments of clarity or confusion, and individual reactions, linking the experience to organizational life.

CONTACT

InspiringPeople

ADDRESS

Maliebaan 45

3581 CD Utrecht

The Netherlands

PHONE

+31 84 00 38 999

EMAIL

contact@inspiringpeople.com



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